

## CLAIMS

1. A gaming device operated under the control of a processor, said gaming device comprising:

a display device controlled by the processor;

5 a start area displayed by the display device, said start area defined by a plurality of different start positions;

an input device operable to enable a player to select one of the start position by inputting an area of the start area, said input device operable to communicate with said processor;

10 a plurality of award positions displayed by the display device spaced apart from the start area;

a plurality of paths including at least one path from each start position to each award position;

at least one award associated with at least one of the award positions;

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an object displayed by the display device moving from the start area to one of the award positions along one of the paths there between, wherein:

(i) one of the start positions is selected by the player activating the input device;

20 (ii) said award position is determined by the processor from said plurality of award positions, wherein for at least one of the starting positions (a) a first one of said award positions is more likely to be generated than a second one of said award positions, and (b) said first award position is displayed by said display device closer in proximity to said an area of the start area which is part of said start position than said second award position;

25 (iii) said path is determined from said selected start position to said determined award position by the processor, and

30 (iv) wherein any award associated with said award position is provided to the player.

2. The gaming device of Claim 1, which wherein the start positions are displayed by the display device.

3. The gaming device of Claim 1, where in the input device  
5 includes a touch screen.

4. The gaming device of Claim 1, which includes one of: (a) a plurality of paths from one of the start positions to one of the award positions; (b) a plurality of paths from each of a plurality of the start positions to one of the award positions; (c) a plurality of paths from each of the start positions to  
10 one of the award positions; (d) a plurality of paths from one of the start positions to each of a plurality of the award positions; (e) a plurality of paths from each of a plurality of the start positions to each of a plurality of the award positions; (f) a plurality of paths from each of the start positions to each of a plurality of the award positions; (g) a plurality of paths from one of the start  
15 positions to each of the award positions; (h) a plurality of paths from each of a plurality of the start positions to each of the award positions; and (i) a plurality of paths from each start position to each award position.

20 5. The gaming device of Claim 1, which includes a plurality of awards associated with a plurality of the award positions.

6. The gaming device of Claim 1, which includes an award associated with each award position.

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7. The gaming device of Claim 1, which includes a plurality of blockages displayed by the display device between said start area and said award positions.

8. The gaming device of Claim 1, wherein for each of a plurality of the starting positions (a) a first one of said award positions is predetermined to be generated more often than a second one of said award positions, and (b) said first award position is closer in proximity to an area of the start area which is part of the start position than said second award position.

9. The gaming device of Claim 1, wherein for each of the starting positions (a) a first one of said award positions is predetermined to be generated more often than a second one of said award positions, and (b) said first award position is closer in proximity to an area of the start area which is part of the start position than said second award position.

10. The gaming device of Claim 1, said path is randomly determined from said selected start position to said determined award position by the processor.

11. The gaming device of Claim 1, which includes a greater number of paths from one of the start positions to a first one of the award positions than a number of paths from said start position to a second one of the award positions that is further away from an area of the start area which is part of the start position than the first award position.

12. The gaming device of Claim 1, wherein two of the award positions are associated with the same award, and wherein a number of paths from the selected start position to the award position closer in proximity to the start position is greater than a number of paths to the award position further in proximity to the start position.

13. The gaming device of Claim 1, wherein the awards are displayed by the display device in association with their respective award positions.

14. The gaming device of Claim 1, wherein the selected start position is determined by an event displayed by the display device.

5 15. The gaming device of Claim 1, wherein the selected start position is determined by a random event.

16. The gaming device of Claim 1, wherein the selected start position is determined by a game displayed by the display device.

10 17. The gaming device of Claim 1, which includes at least one intermediate award position along one of the paths, at least one award associated with said intermediate award position, wherein if the processor generates said path, the processor causes the display device to display the object moving from said start position through the intermediate award position  
15 to the generated award position along the path and provides the player the award associated with said intermediate award position.

18. The gaming device of Claim 17, wherein the award associated with the award position and the award associated with the intermediate award  
20 position is provided to the player.

19. A gaming device operated under the control of a processor, said gaming device comprising:

a display device controlled by the processor;

5 a start area displayed by the display device, said start area defined by a plurality of different start positions;

an input device operable to enable a player to select one of the start areas by inputting an area of the start area and operable to communicate with said processor;

10 a plurality of award positions displayed by the display device spaced apart from the start area;

a plurality of paths including a plurality of paths from each start position to each award position;

a plurality of awards including one of said awards associated with each award position; and

15 an object displayed by the display device moving from the start area to one of the award positions along one of the paths there between, wherein:

(i) one of the start positions is selected by the player activating the input device;

20 (ii) said award position is determined by the processor, wherein for each of the starting positions (a) a first one of said award positions is predetermined to be generated more often than a second one of said award positions, and (b) said first award position is displayed by the display device closer in proximity to an area of the start area which is part of said start position than said second award position;

25 (iii) said path is determined from said selected start position to said determined award position by the processor, and

(iv) wherein the award associated with said award position is provided to the player.

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20. The gaming device of Claim 19, which wherein the start positions are displayed by the display device.

21. The gaming device of Claim 19, where in the input device operable includes a touch screen.

5 22. The gaming device of Claim 19, which includes a plurality of blockages displayed by the display device between said start area and said award positions.

10 23. The gaming device of Claim 19, said path is randomly determined from said selected start position to said determined award position by the processor.

15 24. The gaming device of Claim 19, which includes a greater number of paths from one of the start positions to a first one of the award positions than a number of paths from said start position to a second one of the award positions that is further away from said start position than the first award position.

20 25. The gaming device of Claim 19, wherein two of the award positions are associated with the same award, and wherein a number of paths from the selected start position to the award position closer in proximity to the start position is greater than a number of paths to the award position further in proximity to the start position.

25 26. The gaming device of Claim 19, wherein the awards are displayed by the display device in association with their respective award positions.

27. The gaming device of Claim 19, which includes at least one intermediate award position along one of the paths, at least one award associated with said intermediate award position, wherein if the processor generates said path, the processor causes the display device to display the object moving from said start position through the intermediate award position to the generated award position along the path and provides the player the award associated with said intermediate award position.

28. The gaming device of Claim 27, wherein the award associated with the award position and the award associated with the intermediate award position is provided to the player.

29. A gaming device operated under the control of a processor, said gaming device comprising:

- a display device controlled by the processor;
- a plurality of award positions displayed by the display device;
- a plurality of awards associated with the award positions;
- a start area displayed by the display device spaced apart from the award positions, said start area including a plurality of start positions;
- a plurality of paths from the start positions to the award positions including a path from each start position to each award position; and
- an object displayed by the display device moving from one of said start positions of the start area to a generated award position along one of the paths there between, wherein one of the award positions is generated based on a selected start position and probabilities associated with said start position for generating each of the award positions from each of the start positions, wherein the probabilities are structured such that award positions closer in proximity to a selected start position are selected more often than are award positions further in proximity to the selected start position, and wherein the award associated with said generated award position is provided to the player.

30. The gaming device of Claim 29, which includes a probability associated with each path from each start position to each award position, wherein one of the paths is generated based on said probabilities, said selected start position and the generated award position.

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31. The gaming device of Claim 29, wherein the probabilities associated with the paths from each start position to each award position are weighted.